

ABSTRACT

A graphics rendering software program for use on an embedded computing device includes an application layer, a graphics toolkit, and a graphics driver for rendering a plurality of drawing surfaces, including a first drawing surface and a second drawing surface, on a display of the embedded computing device. The graphics driver is configured to render the first drawing surface at least partially overlapping the second drawing surface on the display. When the first drawing surface is rendered as partially overlapping the second drawing surface, a visible portion of the second drawing surface is computed as a set of rectangular clip segments.